SYSTEM, METHOD AND SOFTWARE FOR INDIVIDUALS TO EXPERIENCE AN INTERVIEW SIMULATION AND TO DEVELOP CAREER AND INTERVIEW SKILLS.

CLAIMS

The following is claimed:

1. A system for conducting an employment interview via computer-driven software comprising:

    (a) an input system to receive phrases, events, and data from a user;

    (b) an output system to provide phrases, events, and data to the user;

    (c) one or more logic routines, state machines, and expert systems managing conversation flow;

    (d) a communications component to interface with a plurality of direct or indirect users;

    (e) a database of job, human resources, and training knowledge;

    (f) a database of spoken language information, phrase handling data, and natural language processing data..

2. The system of Claim 1, wherein the system allows users to go on generic and position-specific interviews for one or more open positions at one or more employers, and sends data collected from the applicant, data collected throughout the interview system, and an analysis of the user to the employer and/or to the user.

3. The system of Claim 1, wherein the system allows users to browse jobs and be matched with them, and takes users on interviews and matches them with a set of employment opportunities based on the user's performance and/or the information provided by the user.

4. The system of Claim 1, wherein the system is used to provide an interactive training environment that allows users to go on realistic interactive practice interviews with computer-based characters and gives users interview training, advice, guidance, analysis, feedback, and other career and personal development information.

5. The system of Claim 1, wherein images of the interviewer(s) and interviewee(s) are displayed on a computer screen or other viewing device, which give the likeness of a human being or any other desired appearance, in any form of rendering such as photography, video, computer generated imagery, or animation.

6. The system of Claim 1, wherein on-screen optionally configurable representations of the interviewer(s) and interviewees(s) animate, change, or move one or more parts of their body to create actions, expressions, gestures, and interactions with other characters or environmental elements.

7. The system of Claim 1, wherein a user may interact with, navigate, view, and hear an environment for all of the stages and transitional stages of a real or virtual job interview, including but not limited to leaving a residence, traveling to a job site, waiting in a lobby, entering the interview room or conference room and returning from the interview.

8. The system of Claim 1, wherein any user information, recorded audio, or recorded video of the interview discussion can be recorded, digitized, compressed, encrypted, transferred, transmitted, saved, indexed, and reviewed by the user, administrator, advisors, employers, or other interested parties.

9. The system of Claim 1, in which some or all of the user information, recorded audio, or recorded video can be transmitted to and from a network server, Internet server, or call center server, which will be accessed by employers or intermediary employment agencies to consider, screen, and evaluate job candidates.

10. The system of Claim 1, wherein the system can be used for alternate interview situations, including school admissions interviews, visa application interviews, and performance arts auditions and interviews.

11. A method of implementing communications and control for an employment interview system comprising:

    (a) a platform independent data messaging system;

    (b) a discussion system that accepts and sends data messages;

    (c) a remoting component to support local applications or remote users or remote applications connected by wired or wireless mediums;

7   (d) a collection of inter-connected user input hardware and software components

8   including but not limited to keyboard, user interface, microphone, speech recognition,

9   mouse, video camera;

10   (e) a collection of inter-connected user output hardware and software components

11   including but not limited to on screen rendering, closed captioning, speech

12   production, speech playback, language translation, audio speakers;

13   (f) a collection of inter-connected discussion system inputs including but not limited to

14   text, voice, video, control messages.

15   (g) a collection of inter-connected discussion system outputs including but not limited to

16   text, pre-recorded speech, rendered speech, control messages.

1   12. The method in Claim 11 wherein the interview can be conducted on a stand-alone computer,

2   portable computing device, networked computer on local area network, networked computer

3   on an intranet, networked computer on a wide area network, networked computer on the

4   Internet, networked computer on a virtual private network, networked computer using a

5   modem, or a wired or wireless telephone with application support.

1   13. The method in Claim 11 wherein the interview can be conducted using voice over an analog

2   or digital audio communications input/output system such as a land line telephone, wireless

3   telephone, hybrid telephone computing device, video phone, or voice over Internet Protocol

4   application, with or without additional mechanical input controls, utilizing any of the

5   supporting communication carriers such as local telephone carriers, long distance telephone

6   carriers, wireless telephone carriers, data over internet carriers, and other capable carriers.

1   14. The method in Claim 11 wherein a user can control a virtual character in an interview

2   environment to perform physical actions and express physical emotions with direct control or

3   indirect control from prior input or configuration.

1   15. The method in Claim 11 wherein a voice or data server supports a plurality of interview

2   clients, a plurality of communication protocols, a plurality of client application types, and a

3   plurality of client side user interfaces.

16. The method in Claim 11 whereby the computer code has the ability to use a combination of text, events, audio signals, speech and video signals for input while using a combination of text, audio, pre-recorded speech or computer generated speech and video for output.

17. A method of implementing an employment interview discussion engine comprising:

    (a) a database of job, human resources, and training knowledge;

    (b) a database of spoken language information, phrase handling data and natural language processing data;

    (c) an expert system which can drive a conversation through various stages of an interview plan, including supporting dynamic changes to the discussion topic;

    (d) an expert system which can generate phrases, questions, and statements;

    (e) an expert system which can respond to input stimuli with phrases relevant to new, previous, or selected previous input;

    (f) an input and output system to configure, choose, and facilitate the discussion.

18. The method as recited in Claim 17 wherein the expert system and knowledge data is organized in such a way that an interview discussion can occur in a desired language.

19. The method in Claim 17 whereby human administrators have the ability to directly or remotely control and manage interview servers including the ability to act as a live interviewer thus receiving and controlling any outgoing speech, text, video, and characters that the user is experiencing in the interview.

20. The method in Claim 17 whereby the system processes individual and collective responses qualitatively and quantitatively to provide users with analysis, compare candidates, compute rankings, estimate outcomes, provide reports, and provide hiring recommendations.

21. The method in Claim 17 wherein said method can ask general and specific questions corresponding to the job type, job description, required skills, required traits, education, work experience, experience level, industry, interviewer style, user background information, cover letter, and resume.